



## DOCKLAND QUEEN

Human • Female • Symbiote • Leader

MOV COM RAN ARC MYT WND SAN

4/6 7/6 8/6 9/7 3 22 10

### KNIFE

COM • Base • Bleed

### LIME DUST

RAN • 4" • Blind

### GRASP OF THE DEEP

ARC • 10" • Fatigue

### TOUCH OF THE HIDDEN ONE

2 MYT

(Once Per Game) Push all models directly away from this model until they are 6" away. If a model moved in this way hits terrain, it stops moving and suffers 2 WND; otherwise they suffer 1 WND. Click Clack and the Angler may move up to their charge distance towards this model, ignoring disengaging strikes during this movement.

### FOG

1 MYT

Models within 8" of the Dockland Queen are considered to be in light cover until the end of the turn.

### LEADER

This model when activated gains +1 AP.

### TANGLED NETTING

Enemy models engaged with this model have -1/-1 COM.

### MENTAL STRAIN

This model must spend 1 MYT for each additional ARC attack after the first during its activation.

### LOSS OF A CHILD (FLIP)

If Click Clack or the Angler is killed, mark the enemy model that caused the killing blow and flip this card immediately.



30MM BASE